

4. In the Timeline, click Frame 5 to select it. Notice how Flash continues to display the content of the previous keyframe, Frame 1, in this in-between frame.
5. From the Insert menu, choose Blank Keyframe, or press F7 on the keyboard. Flash converts the selected in-between frame to a keyframe and removes all content from the Stage in that frame (**Figure 8.7**).

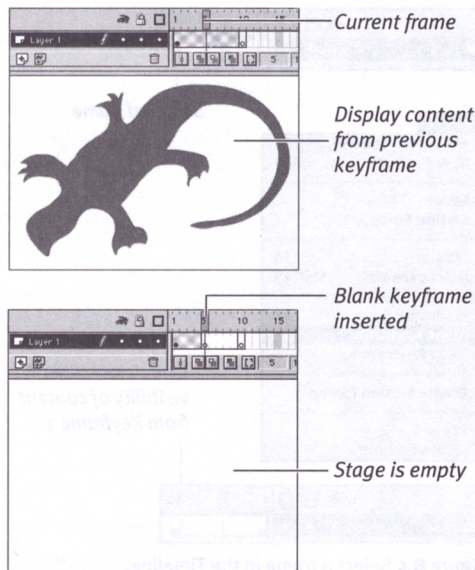
### To duplicate the previous keyframe's contents:

1. Follow the steps above to create a single-layer ten-frame movie with keyframes at 1, 5, and 10, and content only in Frame 1.
2. In the Timeline, click Frame 3 to select it.
3. From the Insert menu, choose Keyframe, or press F6 on the keyboard.

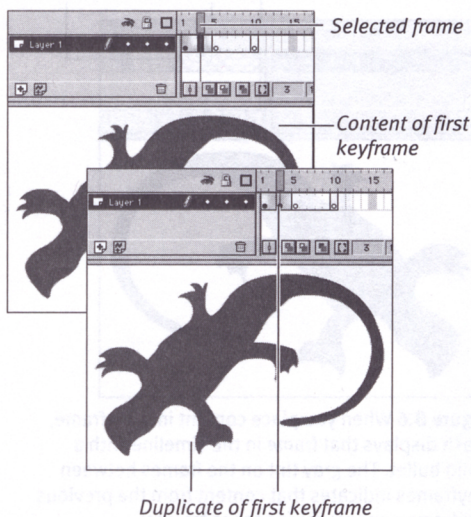
Flash creates a new keyframe, duplicates the contents of Frame 1 in Frame 3, and places a solid bullet in the Timeline at Frame 3 (**Figure 8.8**). The content of frames 1 and 3 is totally separate. Try selecting Frame 1 and making changes to its content—move the graphic or delete it entirely. Now select Frame 3 again; it remains unchanged.

### ✓ Tips

- The fact that Flash places its keyframe commands on the Insert menu (or that the contextual menu names them Insert Keyframe and Insert Blank Keyframe) is a bit misleading. When you use the Insert Keyframe command, Flash only *adds* frames to your movie if you've selected a protoframe. If you select an existing in-between frame, the Insert Keyframe command *converts* the selected frame to a keyframe and leaves the length of the movie as it was. The Insert Frame com-



**Figure 8.7** When you convert an in-between frame that displays content into a blank keyframe, Flash removes content from the Stage for that frame. Frames 6 through 9 are tinted when they display the content of Frame 1 (top). When you add a blank keyframe at Frame 5 (bottom), the tint disappears, because these frames now display the content of the most recent keyframe, Frame 5, which is empty.



**Figure 8.8** The Insert > Keyframe command creates a keyframe that duplicates the contents of the previous keyframe in that layer.